NICKELODEON

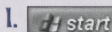SpongeBob SquarePants

NIGHTY NIGHTMARE

™

PC
CD-ROM
SOFTWARE

THQ

Installation

To install the game, insert the CD into your CD-ROM drive.
If installation does not start automatically, follow the steps:
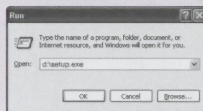
1. Click START
2. Click RUN
3. Type D:\SETUP.EXE
   (Where "D" is the letter
   of your CD-ROM drive).

Follow the on-screen instructions
   to complete the installation.

Starting SpongeBob SquarePants Nighty Nightmare

To start the program, double click on the SpongeBob SquarePants
Nighty Nightmare icon on your desktop or click Start \ Programs \
THQ \ Nick Games \ SpongeBob SquarePants \ Nighty Nightmare \
SpongeBob SquarePants-Nighty Nightmare.

XP User Note

Windows® XP requires that all programs get installed from an account
with Administrator rights. If you are not sure what this means or
would like more information, please visit: www.valusoftsupport.com
and type "admin info" in the search bar at the top of the page.

System Requirements

Windows® 98/Me/2000/XP
Pentium® III 1.0 GHz or compatible
256 MB RAM
700 MB hard disk space
DirectX® 9.0 (included on CD)
DirectX 9.0 compatible video card with 64 MB RAM
16 bit DirectX® compatible sound card
8x CD-ROM drive

DirectX®

During installation you will be prompted to install DirectX® 9.0. SpongeBob SquarePants Nighty Nightmare requires DirectX 9.0 or higher. If you do not already have DirectX 9.0 or higher installed, follow the on-screen prompts to complete the DirectX installation.

Introduction

Anything and everything can happen when you're dreaming! Can you even imagine the kind of wild and crazy adventures that SpongeBob, Patrick, and Plankton must have? Let's dive right in and have a look into the dreams of the three most recognized characters under the sea!

AHH! SpongeBob's Good Dream

Haunted by numerous failed attempts to receive a license,
SpongeBob is determined to pass his next driving test.
After taking the test, SpongeBob learns that he has received the
highest score in Bikini Bottom history! To award his fine accomplishment,
he receives his license AND a brand new hot rod, The Reef Rover! Too bad the
Bikini Bottom racetrack has been overrun with vile and disgusting creatures!
It's up to SpongeBob and his new hot rod to save the day!

Use the Reef Rover to remove the various Evil Tires and Oil Spitters from the
racetrack while avoiding the Guard Cones. You will need to find Super High
Octane Nitro Bubbles to power through barricades and foam to clear oil
slicks off of the track.

CONTROLS

Move	Left click	You can also hold the Left mouse button down and move the mouse to guide SpongeBob along the track.
Safe Driving Mode	Right click	This displays outlines around the Reef Rover and all enemies on the screen.
Bubble Blaster	Left click	Move the pointer over an enemy and the pointer changes to a target cursor.
Nitro Bubbles		Drag the Nitro Bubbles from your inventory to the barricade to clear them off the track.
Sea Foam		Drag the Sea Foam Spray from your inventory to the oil slicks to clear them off the track.

SpongeBob's Nighty Nightmare

After years of being chased and captured by the citizens of Bikini Bottom, the jellyfish have decided to turn the tables. Once thought to be mindless blobs of floating goo, the true nature of jellyfish is revealed as they abduct all of SpongeBob's friends and send them to outer space. Can the world's most renowned Jellyfisher save the day?

SpongeBob must avoid all of the alien jellyfish until he can find something to neutralize them. Fortunately, Gary has an Ionic Net Launcher. Use the Ionic Net Launcher to trap the jellyfish and allow SpongeBob to collect 3 keys to open the locks on the door that leads to freedom for SpongeBob and his friends.

CONTROLS

Move	Left click	You can also hold the Left mouse button down and move the mouse to guide SpongeBob along the track.
Sneak Mode	Right click	This displays outlines around SpongeBob and all enemies on the screen.
Net Launcher	Left click	Move the pointer over an enemy and the pointer changes to a target cursor.
Colored Keys		Drag the Colored Keys from your inventory to the same colored lock. Once all 3 keys are in the locks, the door will open.

AHH! Patrick's Good Dream

The Dreaded Patrick has devised a plan to conquer Bikini Bottom. However, he knows that only the great Starfishman can stop him. The Dreaded Patrick assembles the forces of evil to lay siege to Bikini Bottom in an effort to draw out Starfishman and end his meddling once and for all. Naturally, the brave hero will rise up and meet the challenge.

Using his Tongue-Lash Technique, Starfishman must eliminate the evil Traveling Salesmen, Dental Hygienists and Personal Trainers who have overrun Bikini Bottom. For a quick burst of speed, Starfishman can employ his Super Duper Rear End Propulsion Flatulator to confuse his enemies.

CONTROLS

| Move	Left click	You can also hold the Left mouse button down and move the mouse to guide Starfishman around Bikini Bottom.
Super Duper Rear End Propulsion Flatulator	Right click	Use for bursts of speed to close with or escape from enemies.
Tongue-Lash Technique	Left click	Move the pointer over an enemy and the pointer changes to a target cursor.

Patrick's Nighty Nightmare

Tricked by the Dreaded Patrick, Patrick (still as Starfishman) has been lured into an inescapable fortress wrought with booby traps and disgusting monsters. Can Starfishman escape the trap and finally face his arch nemesis once and for all?

Guide Starfishman through the fortress to where Dreaded Patrick waits for the final battle with our hero. Use the Handy Dandy Vacuum to suck up the Lint Worms you encounter. For those really tough Soap Scum and Filthy Piles, you need to find some Extra Strength Penetrating Detergent. Use Sneak Mode to avoid the Plungers!

CONTROLS

Move	Left click	You can also hold the Left mouse button down and move the mouse to guide Starfishman around the fortress.
Sneak Mode	Right click	This displays outlines around Starfishman and all enemies on the screen.
Handy Dandy Vacuum	Left click	Move the pointer over an enemy and the pointer changes to a target cursor.
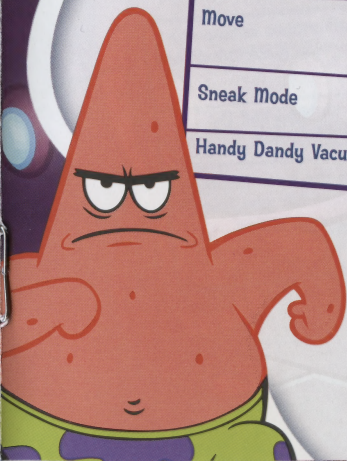
AHH! Plankton's Good Dream

What could be better for Plankton than growing over 1000 times his normal size? The answer is... Growing over 1000 times his normal size AND being able to demolish Bikini Bottom!

Guide Plankton through Bikini Bottom, destroying everything in his path. Because of his giant size, Plankton can destroy buildings and tanks by whacking them to pieces. Against police helicopters, use Plankton's Ultra Dense Ocular Disintegration Ray (laser beam).

CONTROLS

|		
Move	Left click	You can also hold the Left mouse button down and move the mouse to guide Plankton around Bikini Bottom.
Whack	Left click	Move the pointer over a building and the pointer changes to a target cursor.
Ultra Dense Ocular Disintegration Ray	Right click	Move the mouse to swing the laser beam over multiple targets. Remember you must wait for the beam to recharge before using it again.

Plankton's Nighty Nightmare

Immediately following his triumph over a destroyed Bikini Bottom, a large whale inhales Plankton along with a host of other plankton. Finding himself in the belly of the whale and surrounded by a host of other plankton, he realizes that he must take charge of the group if they, err he, is ever to escape.

Help Plankton and his fellow plankton to escape by guiding them to the whale's mouth. Order the other plankton to attack the other creatures inside the whale that would rather eat plankton than escape. After attacking, Plankton must regroup his followers before they can attack another enemy. If there are no enemies to attack, the other plankton will gather around Plankton and regain health.

CONTROLS

Move	Left click	You can also hold the Left mouse button down and move the mouse to guide Plankton from the whale's stomach to his mouth.
Order Attacks	Left click	Move the pointer over an enemy and the pointer changes to a target cursor. Click once for each plankton you want to attack.
Regroup / Reassign	Right click	Calls all plankton back to Plankton.
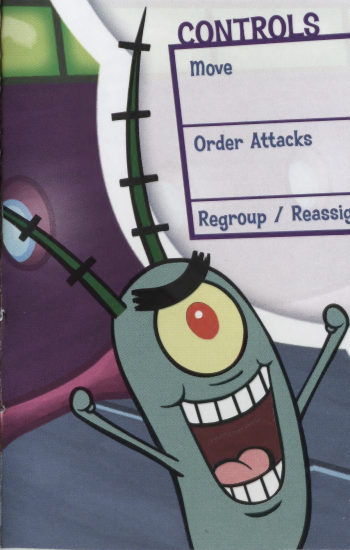
Troubleshooting

For optimal performance we recommend that you close any other applications that are running on your computer prior to playing SpongeBob SquarePants Nighty Nightmare.

We strongly recommend that you obtain the latest DirectX® compatible drivers for your video and sound cards. Using drivers that are not compatible with the latest version of DirectX can have unpredictable results. Updated drivers are typically available at no charge through your hardware manufacturer's website. Popular video chipset manufacturers include:

ATI – www.ati.com
Intel – www.intel.com
Nvidia – www.nvidia.com

For additional information on DirectX, please visit www.microsoft.com/directx/

Technical Support

Questions or problems? We're here to help. For updates, answers to frequently asked questions and 24-hour Technical Support visit our web site at: www.valusoft.com or write to us at: ValuSoft, 3650 Chestnut Street North, Suite 101A, Chaska, MN 55318.

CREDITS

Nickelodeon Digital

Executive Vice President
Nickelodeon Digital
Stephen Youngwood

Vice President, Marketing
Nickelodeon Digital
Stacey Kaufman

Vice President, Digital Media
Products Nickelodeon Digital
Paul Jelinek

Sr. Director, Digital Games
Nickelodeon Digital
Shaul Olmert

Director, Games Development
Nickelodeon Digital
David Bergantino

Producer Nickelodeon Digital
Dan Boldin

Marketing Manager
Nickelodeon Digital
Jack Daley

Marketing Manager
Nickelodeon Digital
Stephanie Bond

VP/Creative Director, Licensing
Nickelodeon Creative Resources
Tim Blankley

Creative Director,
Entertainment Products
Nickelodeon Creative Resources
Daniel Moreton

Senior Designer, Interactive
Nickelodeon Creative Resources
Rob Lemon

Junior Designer, Interactive
Nickelodeon Creative Resources
Jason Diorio

Senior Manager, Copy/Content
Nickelodeon Creative Resources
Debra Krassner

Nickelodeon would like to thank:
Linnette Attai
Justine Briskman
Leigh Anne Brodsky
Eric Coleman
Mike Dawson
Erin Hicks
Russell Hicks
Greg Schigiel

Special Thanks to:
Stephen Hillenburg

AWE Productions

Producer / Writer
John Casamassina

Lead Programmer
Mark Bradshaw

Lead Artist
Cole Eastburn

Character Models
Chris Remy

Lead Animator
Andy Seredy

Executive Producer
James Wheeler

Additional Programming
Les Bird

Animation and Effects
Craig Kelly
Brian Rosenfeld
Robert Hume

Additional Art
Paul Denson
Chad Read

Music
Joe Abbati

Sound FX
Trevor Talbird
Mike Dubose

Additional Music/Sound FX
Sound Ideas

Special Thanks
Jamie Nye
Scott Nixon
Aaron Runion

Voice Talent

SpongeBob SquarePants
Tom Kenny

Patrick Star
Bill Fagerbakke

Plankton
Mr. Lawrence

THQ

Director, Quality Assurance
Monica Vallejo

QA Managers
Mario Waibel
Michael Motoda

Test Supervisor
Lorena Villa

Test Lead
Bennett Weisman

Testers
William Arnspiger
Jason Plumlee
Ryan Schoors
Max Ziegler

PC Supervisor
Jim Krenz

QA Technician
Richard Jones
David Wilson

Mastering
Lab Technicians
Glen Peters
Anthony Dunnet
T. Ryan Arnold
Heidi Salguero

Game Evaluation Team
Scott Frazier
Matt Elzie
Eric Weiss

OPEN for quick start manual